Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1-52. (Cancelled)

53. (Previously Presented) A method, comprising:

receiving a haptic-feedback signal at a haptic-feedback device to output a haptic feedback force, the haptic-feedback device configured to provide input data to control a graphical object in a graphical environment on a display screen; and

selectively filtering the input data based on the haptic-feedback signal to reduce visual disturbance of the graphical object in the graphical environment when the haptic-feedback device outputs the haptic feedback force.

54. (Cancelled)

55. (Previously Presented) A method, comprising:

receiving a haptic-feedback signal at a haptic-feedback device, wherein the haptic-feedback device outputs a haptic feedback force upon receiving the haptic-feedback signal; and

selectively filtering input data from the haptic-feedback device upon the haptic-feedback device receiving the haptic-feedback signal by time-averaging the input data to create filtered input data, wherein the haptic-feedback device provides the filtered input data to control a graphical object with reduced visual disturbance in a graphical environment shown on a display screen when the haptic feedback force is output by the haptic-feedback device.

56. (Previously Presented) A method, comprising:

receiving a haptic-feedback signal at a haptic-feedback device to output a haptic feedback force, the haptic-feedback device configured to provide input data to control a graphical object in a graphical environment shown on a display screen; and

selectively filtering the input data to produce a held data value, the filtering including sampling and holding data based on a movement of the haptic-feedback device without the output of the haptic feedback force to reduce visual disturbance of the graphical object in the graphical environment when the haptic feedback device outputs the haptic feedback force.

57-60. (Cancelled)

61. (Previously Presented) A method, comprising:

receiving a haptic-feedback signal at a haptic-feedback device;

outputting a haptic-feedback force from the haptic-feedback device based on the haptic-feedback signal;

generating sensor data in response to sensing movement of the haptic feedback device;

selectively filtering the sensor data according to a disturbance filter process including time-averaging the sensor data, the disturbance filter process being associated with the haptic feedback signal, wherein filtering the sensor data is configured to reduce visual disturbance to a graphical object in a graphical environment shown on a display screen when the haptic feedback device outputs the haptic feedback force; and

updating the graphical environment based on the filtered sensor data.

62-65. (Cancelled)

66. (Previously Presented) An apparatus comprising:

an actuator coupled to a haptic feedback device, the actuator configured to receive a haptic-feedback signal to produce a haptic feedback force;

a sensor coupled to the actuator, the sensor configured to detect a movement of the haptic feedback device wherein the sensor outputs sensor data associated with the movement; and

a filter configured to receive the sensor data and to provide input data based on the haptic-feedback signal to control a graphical object in a graphical environment shown on a display screen with reduced visual disturbance of the graphical object on the display screen only when the haptic feedback device outputs the haptic feedback force.

67-68. (Cancelled)

69. (Previously Presented) The method of claim 53, further comprising determining a position of the graphical object in the graphical environment based on the input data.

70. (Cancelled)

71. (Previously Presented) The method of claim 53, wherein the filtering of the input data is performed by a processor local to the haptic-feedback device.

72. (Previously Presented) The method of claim 53, wherein the filtering of the input data is performed by a processor configured to control the graphical environment, the processor remote from the haptic-feedback device.

73. (Previously Presented) The method of claim 53, wherein the haptic feedback signal is correlated with data values associated with an event in the graphical environment.

74. (Previously Presented) The method of claim 53, wherein the filtering includes sampling the input data over time according to a sampling rate.

75. (Previously Presented) The method of claim 53, wherein the filtering includes time-averaging the input data.

76. (Previously Presented) The method of claim 53, wherein the filtering includes sampling and holding a data value derived from the input data based on a movement of the haptic-feedback device to produce a held data value.

77. (Previously Presented) The method of claim 53, wherein the filtering includes executing a driver on a processor configured to be in communication with the haptic-feedback device.

78. (Previously Presented) The method of claim 53, further comprising updating a position of the graphical object in the graphical environment based on the input data.

79. (Previously Presented) The method of claim 55, further comprising determining a position of the graphical object in the graphical environment based on the input data.

80. (Cancelled)

81. (Previously Presented) The method of claim 55, wherein the filtering of the input data is performed by a processor local to the haptic-feedback device.

82. (Previously Presented) The method of claim 55, wherein the filtering of the input data is performed by a processor configured to control the graphical environment, the processor remote from the haptic-feedback device.

83. (Previously Presented) The method of claim 55, wherein the haptic feedback signal is correlated with data values associated with an event in the graphical environment.

84. (Previously Presented) The method of claim 55, wherein the filtering includes executing a driver on a processor configured to be in communication with the haptic-feedback device.

85. (Previously Presented) The method of claim 55, further comprising updating a position of the graphical object in the graphical environment based on the input data.

86. (Previously Presented) The method of claim 56, further comprising determining a position of the graphical object in the graphical environment based on the input data.

87. (Cancelled)

88. (Previously Presented) The method of claim 56, wherein the filtering of the input data is performed by a processor local to the haptic-feedback device.

89. (Previously Presented) The method of claim 56, wherein the filtering of the input data is performed by a processor configured to control the graphical environment, the processor remote from the haptic-feedback device.

90. (Previously Presented) The method of claim 56, wherein the haptic feedback signal is correlated with data values associated with an event in the graphical environment.

91. (Previously Presented) The method of claim 56, wherein the filtering includes executing a driver on a processor configured to be in communication with the haptic-feedback device.

92. (Previously Presented) The method of claim 56, further comprising updating a position of the graphical object in the graphical environment based on the input data.

93. (Previously Presented) The method of claim 61, further comprising determining a position of the graphical object in the graphical environment based on the sensor data.

94. (Previously Presented) The method of claim 61, further comprising sending the filtered sensor data to a processor.

95. (Previously Presented) The method of claim 61, wherein the filtering of the sensor data is performed by a processor local to the haptic-feedback device.

96. (Previously Presented) The method of claim 61, wherein the filtering of the sensor data is performed by a processor configured to control the graphical environment, the processor remote from the haptic-feedback device.

97. (Previously Presented) The method of claim 61, wherein the haptic feedback signal is correlated with data values associated with an event in the graphical environment.

98. (Previously Presented) The method of claim 61, wherein the filtering includes executing a driver on a computer configured to be in communication with the haptic-feedback device.

99. (Previously Presented) The method of claim 61, further comprising updating a position of the graphical object in the graphical environment based on the sensor data.

100. (Previously Presented) The apparatus of claim 66, further comprising a processor local to the haptic-feedback device, the processor configured to output the haptic feedback force based on the haptic-feedback signal.

101. (Previously Presented) The apparatus of claim 66, further comprising a processor in communication with the haptic feedback device and remote therefrom, the processor configured to control the graphical environment.